

AMENDMENTS TO THE CLAIMS:

The following listing of claims will replace all prior versions, and listings, of claims in the captioned Application:

LISTING OF CLAIMS:

Claim 1 (cancelled).

Claim 2 (cancelled).

Claim 3 (currently amended) The ~~game system~~ method set forth in claim [2] 24, wherein the flexible wire includes a plurality of flexible wires.

Claim 4 (currently amended) The ~~game system~~ method set forth in claim 3, wherein the flexible wires are colored differently from one another.

Claim 5 (cancelled).

Claim 6 (currently amended) The ~~game system~~ method set forth in claim [5] 20, wherein the categories include at least one of food, places, things and hobbies.

Claim 7 (cancelled).

Claim 8 (cancelled).

Claim 9 (cancelled).

Claim 10 (cancelled).

Claim 11 (cancelled).

Claim 12 (cancelled).

Claim 13 (cancelled).

Claim 14 (cancelled).

Claim 15 (cancelled).

Claim 16 (currently amended) The method set forth in claim [15] 24, further comprising the step of awarding points if the step of guessing the word, phrase, clause or clue represented by the flexible wire is achieved.

Claim 17 (currently amended) The method set forth in claim [16] 24, further comprising the steps of providing a timer for limiting the time a team has to guess the word, phrase, clause or clue represented by the flexible wire and a board, the board

having a path divided into a plurality of spaces wherein the step of awarding points comprises providing a numbered spinner which includes a pointer and a plurality of numbers arranged along a surface of the spinner, wherein the spinner is spun such that the pointer points to a single number of the plurality of numbers, the single number representing the number of the plurality of spaces a team can move along the path if the pictorial or textual data disposed on the card is determined prior to elapsing of the timer.

Claim 18 (currently amended) The method set forth in claim [16] 24, wherein the step of awarding points comprises awarding one point for a single word, two points for a compound word, three points for a two-word answer and five points for a super bonus card.

Claim 19 (currently amended) The method set forth in claim [16] 24, wherein the plurality of cards are divided into various difficulty levels, wherein the step of awarding points comprises awarding points based on the difficulty levels of the cards.

Claim 20 (currently amended) The method set forth in claim [15] 24, wherein the plurality of cards comprises various categories.

Claim 21 (currently amended) The method set forth in claim [15], 24 comprising a step of providing a timer, wherein the timer limits the amount of time for the step of trying to guess the word, phrase, clause or clue represented by the flexible wire.

Claim 22 (currently amended) The method set forth in claim [15] 24, wherein the game participant's body language cannot be used while folding and shaping the flexible wire unless such body language is used to express movement of the word, phrase, clause or clue that the flexible wire represents.

Claim 23 (currently amended) The method set forth in claim [15] 24, wherein the game participant's body language cannot be used except for folding and shaping the flexible wire.

Claim 24 (currently amended) A method of [playing] treatment using an educational and therapeutic game, the method comprising the steps of:

providing a plurality of cards to a plurality of players, each card having pictorial or textual data disposed thereon; [and]

providing a foldable, flexible wire to at least one of the players; operable to be folded into shapes to represent a word, phrase, clause or clue regarding the same, wherein at least one player chooses from the plurality of cards and then tries to shape and fold the flexible wire to represent the pictorial or textual data disposed on the card.

choosing, by the at least one of the players, from the plurality of cards;

folding, by the at least one of the players, the flexible wire into a selected shape so as to represent the pictorial or textual data disposed on the card, or a clue regarding the same; and

guessing, by at least one of the other players, the word, phrase, clause or clue represented by the flexible wire;

wherein the strength, dexterity and acuity necessary to so develop the wire shapes simultaneously provides physical therapy and cognitive therapy to the at least one of the players, such physical therapy strengthening muscles in the player's fingers, hands and wrists while enhancing the player's fine motor skills upon manipulation of the wire, and such cognitive therapy stimulating the player's logic and reasoning skills as well as hand-to-eye coordination, and wherein the acuity necessary for the at least one other player to guess what pictorial data, textual data or clue is represented concurrently provides cognitive therapy to the other players, such cognitive therapy stimulating the players' logic and reasoning skills as well as their memory recall.

Claim 25 (cancelled).

Claim 26 (currently amended) A method of [playing] treatment using an educational and therapeutic game comprising: a flexible wire wherein an instructor or health professional folds and shapes the flexible wire to represent an object pictorial data, textual data or a clue for the same and at least one student or patient tries to guess the [object] pictorial data, textual data or clue represented by the flexible wire, wherein the acuity necessary for the at least one student or patient to guess what pictorial data, textual

data or clue is represented provides cognitive therapy to the at least one student or patient, such cognitive therapy stimulating the patient or student's logic and reasoning skills as well as their memory recall.